

eye of the star warrior

a graphic adventure

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Loading Eye of the Star Warrior

Instructions on how to load a program into the ZX Spectrum are given in the Spectrum manual.

Once the tape recorder is connected and the volume level is set type LOAD"" and press ENTER. Start the cassette recorder.

The program will RUN itself. Instructions for playing the game are given at the start of the program.

If you encounter any problems in loading the program adjust the volume level on your cassette recorder. If in doubt refer to the Spectrum manual.

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The Eye of the Star Warrior

The aim of the game is to win possession of the enchanted stone (The Eye of the Star Warrior) and to destroy it.

You can move your player around the temple with the arrow keys 5, 6, 7 & 8. Movement is in the direction of the arrows.

To win you must manipulate your environment by using the following command words.


TAKE: Allows you to pick up objects at your location.
DROP: Allows you to drop objects you have in your possession. This command must be followed by name of object, eg DROP SILVER SWORD.


I or INVENT: Lists out objects and spells in your possession.


LOOK: Lists out details of room.

DIG: Allows you to dig for buried treasure.

MAP: Prints out map showing the floor level you are exploring.

Cave with treasure — Yellow 

Stored treasure — Green 

No treasures — 

Monster in cave — Cave flashes

Player — P

WAIT: Halts the game until you press Enter.

DRINK: Allows you to drink any healing water that you might carry. If you don't carry healing water, the command will allow you to drink holy water.

UP: Allows you to climb to an upper floor.

DOWN: Allows you to descend to a lower floor.

TELEPORT: When you have found the Teleport spell this command will allow you to escape danger by randomly placing you someplace else in the temple.

The table; printed top right on your screen display shows your rating (Jester, Hero etc), strength, floor, status mode, combat rating and wounds.

Strength: Amount of power you have. This value increases by killing monsters. You lose strength when wandering through the temple or during combat. This value must be kept above zero or you die of exhaustion.

Floor: Shows you which of the three floors of the temple you are on.
STATUS: Green when there is no monster about. Yellow when there is a monster in the room. Red during combat.
MODE:

Combat Rating: Shows your percentage chance of killing the monster if you choose the proper weapon, eg if your combat rating reads 20 then you have a 20% chance of destroying the monster. The more damage you inflict on the monster the higher the value will become. The more damage the monster inflicts on you the lower the value will become. The lower the combat rating value is when you overcome the monster the more strength points you will gain.

WOUNDS: Shows how many times you have been wounded. You are allowed a maximum of three wounds. The fourth wound is fatal. If you are wounded your strength will drain faster than normal, your foe will be more difficult to defeat and your weapons will be more prone to damage. You can set the wounds value back to zero by passing over a healing well or by drinking healing water from the well if you carry some with you.

Combat

If your player lands on a location occupied by a monster you will have first strike at the monster. If the monster moves onto your location then you will be asked to defend yourself. Not only will the computer accept the weapon you wish to use but it will also accept the following commands during combat: "INVENT" and "LOOK".

You can break out of the combat sequence by entering "N" to move 1 step north, "S" to move 1 step south, "W" to move 1 step west and "E" to move 1 step east. Once you are out of the combat sequence normal movement is achieved with the arrow keys. You can only break out of the combat sequence when it is your turn to attack unless you have and use a "TELEPORT" spell.

Combat with the Lich

Until he grows weak enough to allow you to attack him the Lich will throw spells at you and your only chance is to defend yourself or run by using the teleport spell. When the Lich grows weak enough you will be given your chance to attack.

After defeating the Lich, the Wizard's Hand that you have been carrying, will disappear, to be replaced by The Eye of the Star Warrior. Your task now is to destroy it by hurling it into the Fiery Pit, which is situated on the second level of the Dungeon complex.

SPELLS: You will find spells buried in the temple. Using a spell will drain you of 50 strength units.

Wizard's Hand: When you find the Wizard's Hand you will have a ghostly friend who will point to the location of buried treasures or spells.

Difficulty Level: The higher you climb in the temple the faster the monsters will become.

Level:

Mind Vampire: Beware of Mind Vampires. They feed on your memory and you will lose the spells you have been taught.

SAVE: To save a game type in SAVE and press enter. Start your recorder and press any key. The computer will now save your game. When it is finished keep your tape running and press any key again — this time to save the graphics. When this is finished keep your tape running and press any key again — this time to save the screen display. When this is finished your game will resume where you left off. To load the saved game back into the computer use LOAD"" or LOAD "adventure".

Eye of the Star Warrior ZX Spectrum Sunshine

There is a dimly remembered legend of the third continent that tells of a treasure with such power that it threatened to consume all life on earth. The **Eye of the Star Warrior** contained at its heart the fire of a thousand suns.

The legend is told in full in the book, **Spectrum Adventures**, where this adventure was first presented. The book is available from **Sunshine** at £5.95.

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